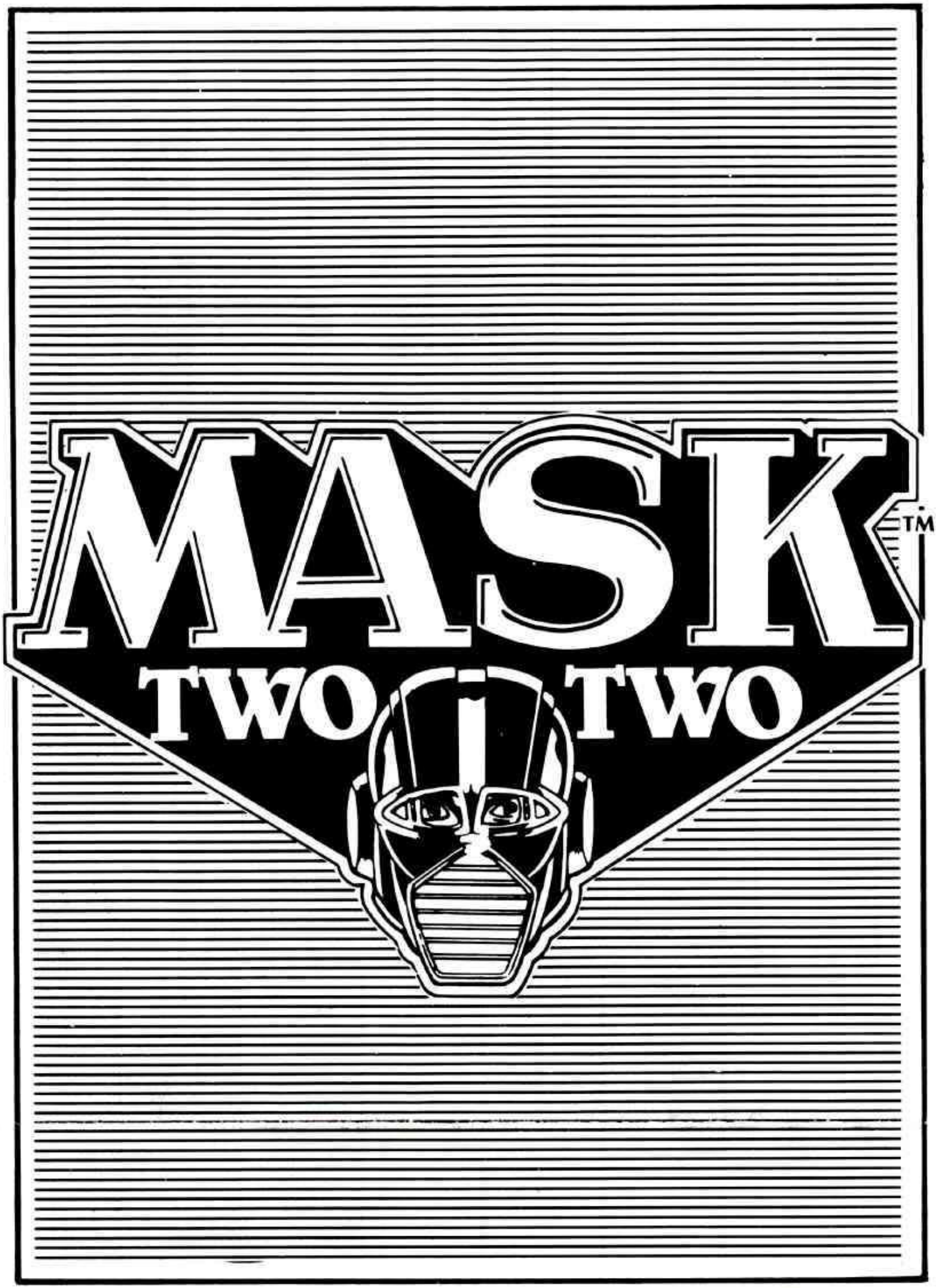
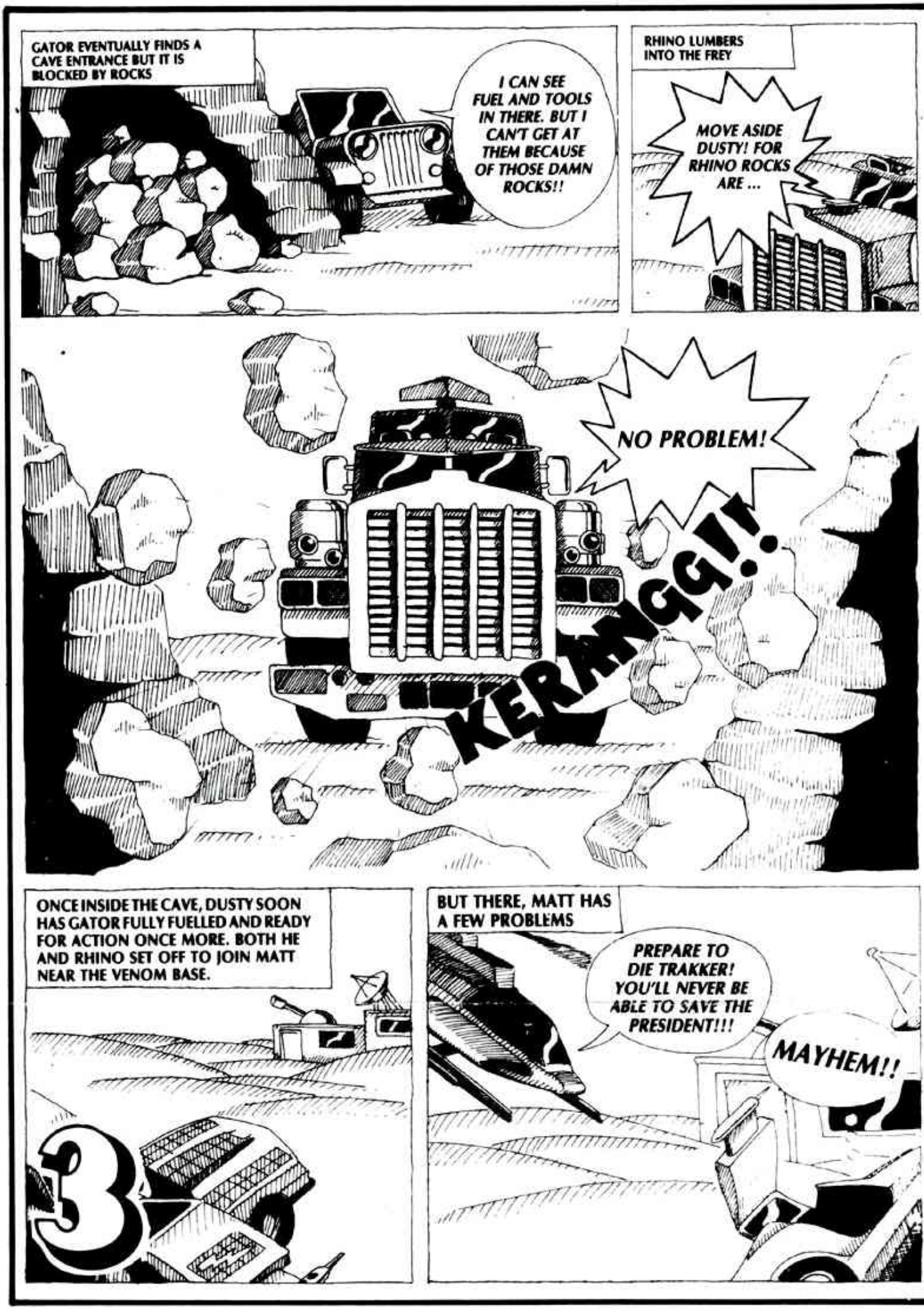

MASK™
TWO TWO

AT MASK H.Q. ALEX SECTOR WORRIEDLY SOUNDS THE ALARM. VENOM HAVE KIDNAPPED THE PRESIDENT!
ASSISTED BY THE MASK COMPUTER, MATT TRAKKER IMMEDIATELY CHOOSES THE BEST TEAM TO EFFECT A RESCUE.
VEHICLE CODE NAME ...
IN THE DEBRIEFING ROOM ...
THIS IS GOING TO BE A TOUGH JOB BOYS THE PRESIDENT IS BEING HELD AT THE VENOM DESERT BASE. WE ARE ALL GOING TO HAVE TO WORK TOGETHER ON THIS ONE
SO LET'S GO AND ...
RIGHT WITH YOU MATT!
SAVE THE PRESIDENT!
1

IN THE DESERT DUSTY HAYES AND GATOR ARE IN THEIR ELEMENT
ALEX CAN'T CLIMB THESE SAND DUNES VERY QUICKLY IN RHINO. I'LL LEAD THE WAY UNTIL HE CATCHES UP
EVEN WATER CANNOT STOP THEM
CONVERT TO HYDROPLANE!
BUT MAYBE SOMETHING CAN ... VENOM!!
SO THOSE MASK MORONS THINK THEY CAN SAVE THE PRESIDENT AND DEFEAT THE GREAT MILES MAYHEM! WE'LL LET THEM FEEL THE AWESOME POWER OF MY AUTOMATIC GUNS!
A FLICK OF A SWITCH AND ...
BOOMM
BOOMM
A STRAY MISSILE CATCHES GATOR UNAWARES
MAYDAY MASK I'M HIT!!! THE DAMAGE IS NOT TOO SEVERE BUT I'M GOING TO NEED FUEL AND REPAIRS
BAROOM
2
THERE'S FUEL AND TOOLS HIDDEN ALL AROUND THE AREA THE ONLY PROBLEM IS THAT YOU'RE GOING TO HAVE TO FIND IT!


GATOR EVENTUALLY FINDS A CAVE ENTRANCE BUT IT IS BLOCKED BY ROCKS
I CAN SEE FUEL AND TOOLS IN THERE. BUT I CAN'T GET AT THEM BECAUSE OF THOSE DAMN ROCKS!!
RHINO LUMBERS INTO THE FREY
MOVE ASIDE DUSTY! FOR RHINO ROCKS ARE ...
NO PROBLEM!
KERANGG!!
ONCE INSIDE THE CAVE, DUSTY SOON HAS GATOR FULLY FUELLED AND READY FOR ACTION ONCE MORE. BOTH HE AND RHINO SET OFF TO JOIN MATT NEAR THE VENOM BASE.
3
BUT THERE, MATT HAS A FEW PROBLEMS
PREPARE TO DIE TRAKKER! YOU'LL NEVER BE ABLE TO SAVE THE PRESIDENT!!!
MAYHEM!!

MATT CAN'T STAY IN THE FIGHT FOR LONG

SORRY I CAN'T STAY TO PLAY I'M RUNNING A LITTLE LOW ON FUEL. REST ASSURED THOUGH MAYHEM! I'LL BE BACK TO PUT AN END TO YOUR MADNESS

GATOR TRIES TO BREAK INTO THE VENOM BASE

I'LL JUST BLOW OPEN THE DOORS AND TAKE THE PRESIDENT TO SAFETY

BUT VENOM ARE NOT BEATEN YET.

MASK FOOL!! YOU DON'T BEAT FLOYD MALLOY AND VAMPIRE SO EASILY!

OUTGUNNED, GATOR IS FORCED TO RUN

I'VE GOT VAMPIRE CHASING ME! ARE THERE ANY MASK VEHICLES AROUND WHO CAN SORT OUT THIS PROBLEM?

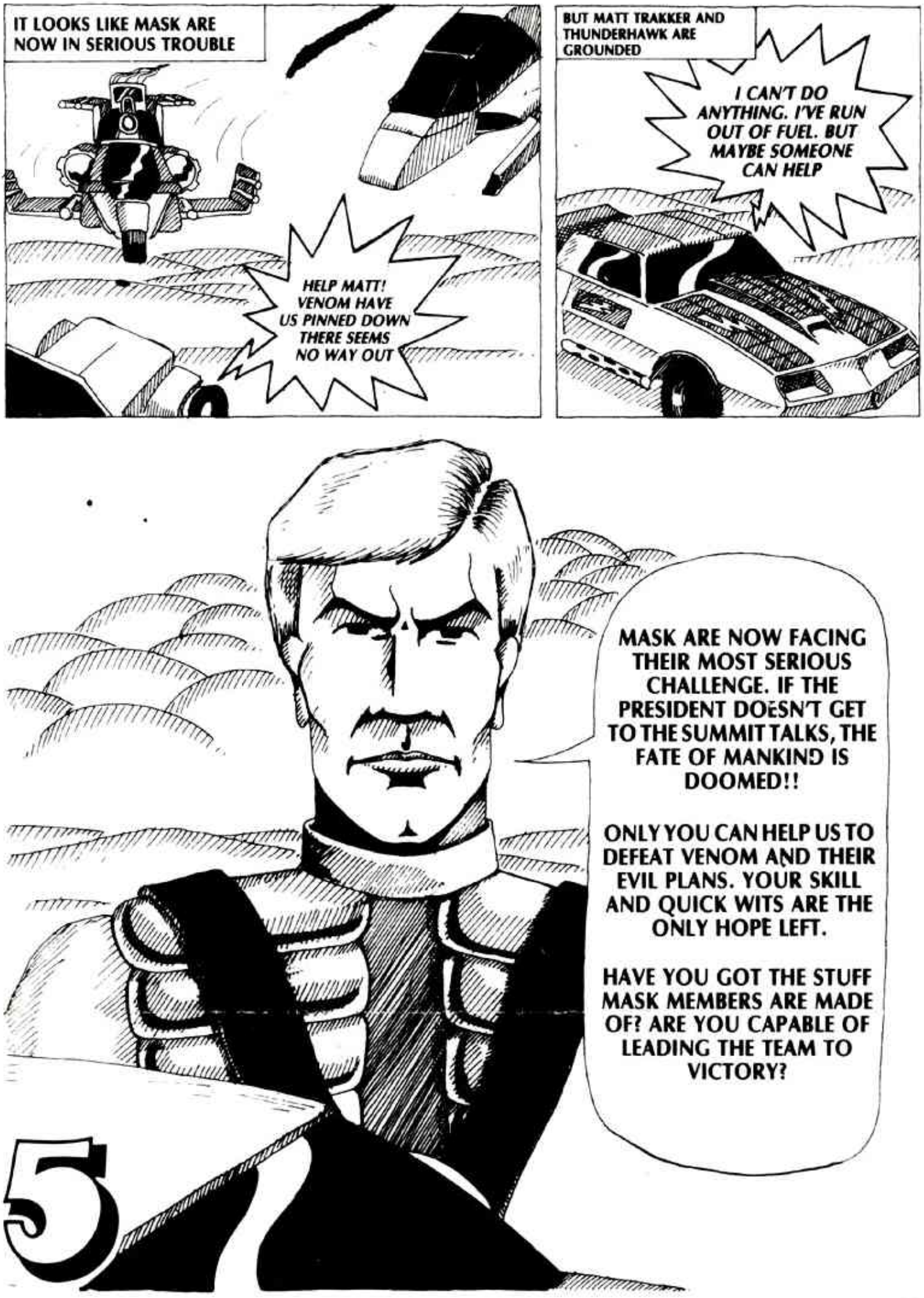
RHINO IS NOT VERY FAR AWAY AND MOVING AT TOP SPEED.

I'LL RENDEVOUS WITH YOU IN ABOUT 30 SECONDS. VAMPIRE WON'T STAND A CHANCE AGAINST RHINO BUT WE'RE RUNNING OUT OF TIME TO SAVE THE PRESIDENT. HEADS OF STATE ARE ALREADY ARRIVING AT THE SUMMIT TALKS

4

BUT AS RHINO RUSHES TO THE AID OF GATOR MAYHEM IS NOT FAR BEHIND.

NOW WE HAVE THEM I'M RIGHT BEHIND RHINO ALL VENOM VEHICLES CLOSE IN AND SURROUND THEM!


IT LOOKS LIKE MASK ARE NOW IN SERIOUS TROUBLE
HELP MATT! VENOM HAVE US PINNED DOWN THERE SEEMS NO WAY OUT
BUT MATT TRAKKER AND THUNDERHAWK ARE GROUNDED
I CAN'T DO ANYTHING. I'VE RUN OUT OF FUEL. BUT MAYBE SOMEONE CAN HELP
MASK ARE NOW FACING THEIR MOST SERIOUS CHALLENGE. IF THE PRESIDENT DOESN'T GET TO THE SUMMIT TALKS, THE FATE OF MANKIND IS DOOMED!!
ONLY YOU CAN HELP US TO DEFEAT VENOM AND THEIR EVIL PLANS. YOUR SKILL AND QUICK WITS ARE THE ONLY HOPE LEFT.
HAVE YOU GOT THE STUFF MASK MEMBERS ARE MADE OF? ARE YOU CAPABLE OF LEADING THE TEAM TO VICTORY?
5

LOADING INSTRUCTIONS

CBM 64/128
CASSETTE: Insert cassette into cassette unit. Press **SHIFT** and **RUN/STOP** simultaneously. Press **PLAY** on the cassette unit. The program will load and run automatically.

DISK: Insert disk into drive. Type **LOAD"*",8,1** and press **RETURN**. The program will load and run automatically.

SPECTRUM 48K
Type **LOAD""** and press **ENTER**. Press **PLAY** on the cassette recorder. The program will load and run automatically.

SPECTRUM 128K/+2
Use the **TAPE LOADER** as normal.

AMSTRAD
CASSETTE: Insert cassette into cassette unit. Press **CONTROL (CTRL)** and the small **ENTER** keys simultaneously. Press **PLAY** on the cassette unit and then any key. The program will load and run automatically.

DISK: Insert the disk into the drive, label side up. Type **|CPM** and press **ENTER**. The program will load and run automatically.

MASK II INSTRUCTIONS

"Who knows when or where VENOM will strike ..."

An alert sounds in MASK H.Q. – VENOM is on the move. Your task is to take a team of three MASK agents to overcome VENOM, choosing the most suitable personnel for each mission, basing your selection on their individual abilities and vehicles.

MASK II is a game in four parts ...

PART 1 – BOULDER HILL

When the first part has loaded, stop the tape and you will receive one of the three mission alerts. Your team selection is made at Boulder Hill in the ENERGISER ROOM with the aid of the MASK computer. Move the MASK icon around the screen over each agent's seat position and from the agent profiles displayed by the MASK computer, decide which are to be your agents by pressing **FIRE** . If you change your mind you may clear the team by moving to the top right hand icon. To select a different mission move to the top left **(Q)** icon and press **FIRE**. It is vital that you study the mission description in order to select the best MASK team.

When you are happy with your team selection, move to the **LOAD** icon and press **FIRE** to load the next part of the game.

PART 2 – THE DESERT MISSION

The President of the P.N.A. (Peaceful Nations Alliance), is to sign a treaty ensuring World Peace for decades to come. VENOM, in a desperate attempt to create total World Anarchy, have kidnapped the President and are holding him to ransom. You must rescue the President and convey him to the helipad from where he will be taken to the Summit Talks.

PART 3 – THE VENOM BASE MISSION

Reports have been received of a large and heavily fortified VENOM base which is being used to co-ordinate their activities in the Middle East. The VENOM base is now almost operational and would give

VENOM control of the important Middle Eastern oil resources. Your mission is to render the base inactive. To achieve this you must locate a missile which you can then use to destroy the VENOM base.

PART 4 – THE JUNGLE MISSION

Deep in the heart of the jungle, at the base of a once dormant volcano, is a mysterious temple. The peaceful monks who live here worship the Crown of Fire, the centre jewel of which is the largest ruby known to man. VENOM agents have stolen the ruby and using it, have developed a powerful weapon which could prove devastating to populated areas.

With the help of your MASK team you must locate and destroy the weapon and return the ruby to the temple.

PLAYING MASK II

Once each mission has loaded, it will start automatically. As leader of your MASK team you control one team member at a time, guiding him around the terrain.

To select which agent you control, press keys **1**, **2** or **3**, the vehicle currently being used is displayed at the bottom of the screen. Each vehicle has different capabilities and you must use your skill in deciding when to change craft or convert your current one.

Keep an eye on your fuel and damage levels, as when a vehicle is too badly damaged it cannot be used again.

During the mission you will encounter many VENOM agents in their various craft as well as the devastating VENOM gun posts. Also scattered around the landscape are fuel pods and armour replacement kits, but beware of the minefield areas!

MASK VEHICLES

THUNDERHAWK (SPORTS CAR/JET)

Gull-wing doors convert to wings for jet flight.
Fires lasers both on the ground and in the air.
Drops magnetic bombs when in flight.

RHINO (RIG/MOBILE DEFENCE UNIT)

Front grille converts to a powerful ram bumper – useful for smashing through walls etc., smokestacks convert to forward cannons.
Multi-warhead missile launcher in sleeper cab.

RHINO ATV (ALL TERRAIN VEHICLE)

Amphibious vehicle.
Front mounted cannons.

CONDOR (MOTORCYCLE/HELICOPTER)

Nose cannon fires antimatter ray.
Belly cannons fire lasers.
Converts into helicopter with same weaponry.

GATOR (OFF ROAD VEHICLE/HYDROPLANE)

Cannon on roll bar fires energy balls.
Converts into jet boat.
When afloat, fires a powerful water cannon.
Drops depth charges to destroy underwater targets.

MASK II CONTROLS

SPECTRUM 48/128K:
Compatible with Kempston/Cursor/Interface II/+2 joysticks.
LEFT – **Z**
RIGHT – **X**
UP – **O**
DOWN – **K**
FIRE – ∅
Keys **1, 2, 3** to select MASK Agent/Vehicle
SPACE – To restart
PAUSE – **CAPS SHIFT**

CBM 64/128:
Joystick in Port 2.
LEFT – **Z**
RIGHT – **X**
UP – ;
DOWN – /
FIRE – **RETURN**
Keys **1, 2, 3** to select MASK Agent/Vehicle
SPACE BAR – To abort mission

MSX:
Joystick in either port or:–
LEFT – **Z**
RIGHT – **X**
UP – **O**
DOWN – **K**
FIRE – ∅
Keys **1, 2, 3** to select MASK Agent/Vehicle
SPACE – To restart game
HALT (PAUSE) – **H**

AMSTRAD:
Use a joystick or:–
LEFT – **Z**
RIGHT – **X**
UP – **O**
DOWN – **K**
FIRE – ∅
Keys **1, 2, 3** to select MASK Agent/Vehicle
SPACE – To restart game
HALT (PAUSE) – **H**

TAPE USERS

At the end of a mission you will be asked if you wish to replay the mission or load BOULDER HILL (start again). If you select BOULDER HILL, please rewind the tape and press **PLAY**.

MASK™ and the associated trademark are the property of Kenner Parker Toys, Inc. (KPT) 1987.

Gremlin Graphics Software Ltd.,
Alpha House, 10 Carver Street, Sheffield S1 4FS.
1987 All rights reserved. Unauthorised copying, lending or resale by any means strictly prohibited.